



Paladin 1	
CLASS & LEVEL	
Mountain Dwarf	Noble
RACE/ANCESTRY/HERITAGE	BACKGROUND
STR +3 16	PROFICIENCY BONUS +2
DEX -1 8	ARMOR CLASS (AC) 18
CON +2 15	INITIATIVE -1
INT +0 10	SPEED 25 ft.
WIS +1 12	SAVING THROWS
+3 Strength Saves -1 Dexterity Saves +2 Constitution Saves +0 Intelligence Saves +3 Wisdom Saves * +4 Charisma Saves * * Prof. bonus added	
CHA +2 14	HIT POINTS 12
	HIT DICE 1d10
DEATH SAVES: Success O O O Fail O O O	
WEAPON & UNARMED ATTACKS	
Basic Attack. One target per Attack action.	
<p>Longsword. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft. <i>Hit:</i> 1d8+3 slashing damage. (If used two-handed in melee, does 1d10+3 damage.)</p>	
<p>Javelin. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft. <i>Hit:</i> 1d6+3 piercing damage. (If thrown, normal range to 30 ft.; disadvantage long range 31 to 120 ft.)</p>	
MAGIC, FEATS & SPECIAL ATTACKS	
No special notes.	

RACE

Mountain Dwarf Traits [PHB p. 20]

- Creature Type: Humanoid
- Age: 95 years old
- Medium Size (4' 7", 144 lbs.)
- Speed not reduced by heavy armor
- Darkvision (60 feet)
- Dwarven Resilience (versus poison)
- Dwarven Armor Training (light, med.)
- Dwarven Combat Training (var. weapons)
- Tool Proficiency (smith's tools)
- Stonecunning (stonework lore)

CLASS

Paladin Class Features [PHB p. 82]

- Divine Sense (sense good, evil 3 / day)
- Lay On Hands (heal 5 h.p. betw. long rests)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: chain mail armor (AC 16), shield (AC +2), longsword, five (5) javelins, set of fine clothes, a signet ring, a scroll of pedigree, a purse. (This load is about 141 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 20 gold pieces (gp); 68 silver pieces (sp); 80 copper pieces (cp); 4 gems (worth 10 gp each)